

**AMENDMENTS TO THE CLAIMS**

This Listing of Claims will replace all prior versions, and listings, of Claims in the Application:

**Listing of Claims:**

Claim 1 (currently amended): A method for automatically forwarding and replying to short messages comprises comprising the following steps:  
a local user joining a message chat room;  
examining whether the user presses a key for forwarding a message<sup>2</sup>;  
if true the user has pressed said key for forwarding said message, providing  
a structuralized, modularized and hierarchy message menu to the user, else the local user  
waiting for a plurality of pre-established reply messages provided by a server or a remote  
~~cellulous~~ cellular phone and the local user pressing a send key after selecting a replay  
reply message;

whereby, the message has a packet format comprising a user defined length  
(UDL), a user defined head length (UDHL), a plurality of information element identifiers  
(IEI), a plurality of information element identifier data lengths (IEIDL), and a plurality of  
information element data (IED).

Claim 2 (canceled)

Claim 3 (canceled)

Claim 4 (currently amended): The method for automatically forwarding and replying to short messages as recited in claim 31, wherein the information element data (IED) contains an IED 21 indicating a forward message in the message chat room and an IED 22 indicating a reply message in the message chat room.

Claim 5 (original): The method for automatically forwarding and replying short message as in claim 4, wherein in the IED21 data, the first four bit of the first byte are defined as code of a first layer menu in the forward message, and the last four bit of the first byte are defined as code of a second layer menu in the forward message; the second byte to the n-th byte are used to store string, graph, ring tone and motion picture data defined by IEI21.

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Claim 6 (original): The method for automatically forwarding and replying short message as in claim 4, wherein in the IED22 data, the first byte to the n-th byte are used to store string, graph, ring tone and motion picture data defined by IEI22.

Claim 7 (canceled)